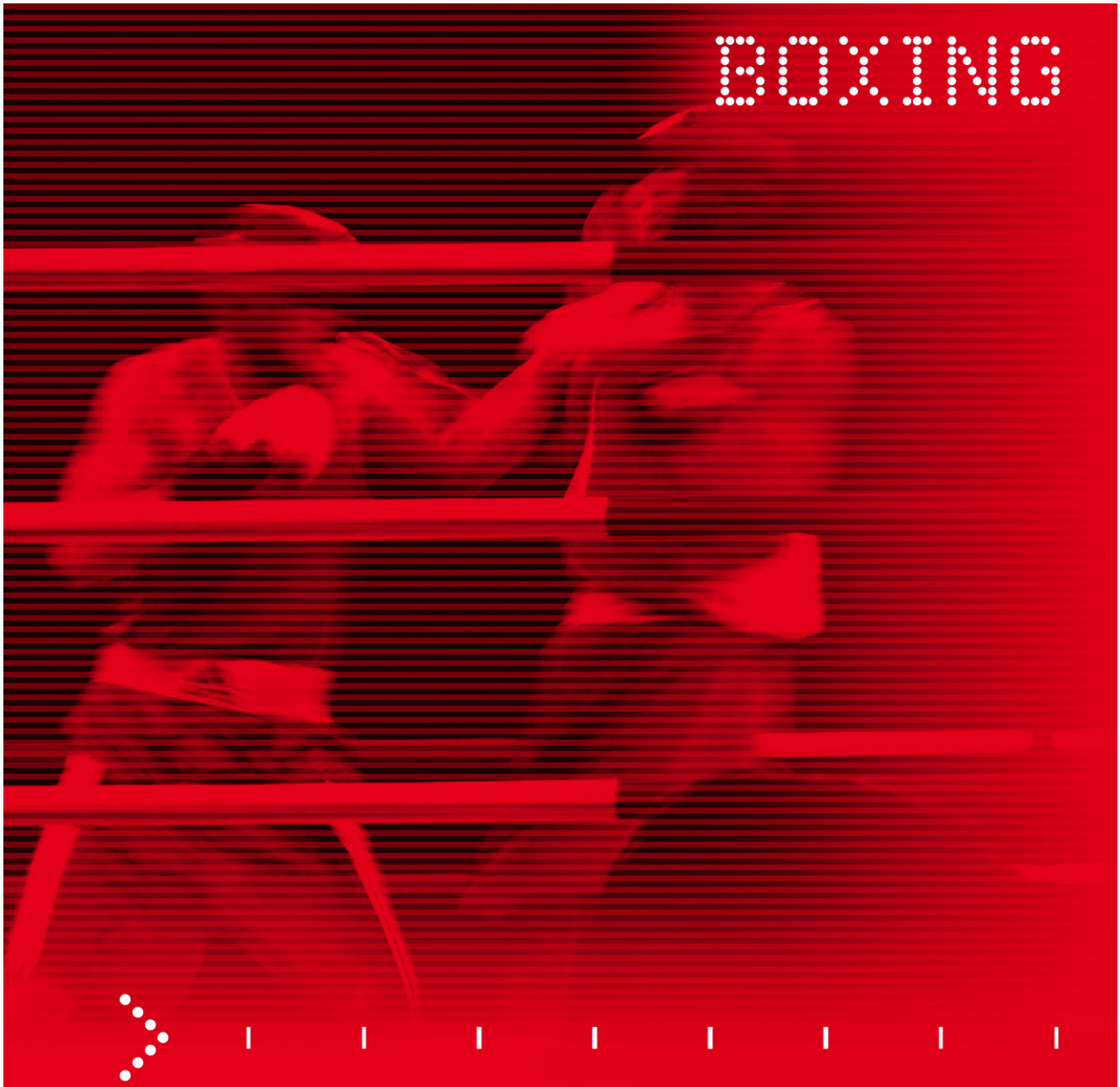
SWISS TIMING



WSB SCORING SYSTEM

TV Graphics

User's Manual

Version 1.8

Edition February 2015

Caution and safety precautions

- Never use any other charger than the supplied or a type approved by Swiss Timing. This could destroy the battery, cause damage to unit, and possible cause personal injury due to fire or/and electrical shock.
- Never bypass a power cord ground lead by breaking off the ground pin, or by using inappropriate extension cords or adapters.
- Never plug a power cord into the AC power source until you have made sure that all installation, cabling and power levels, are proper, and that the applicable procedures in this manual have been followed.
- Protect the equipment against splashing, rain and excessive sun rays.
- Never use the device if it is damaged or insecure.
- Verify the selection of the power distribution.
- Verify that the voltage quoted on the rating plate is the same as your voltage. Connect the appliance only to power sockets with protective earth. The use of incorrect connection voids warranty.
- This program may be modified at any time without prior notification.
- Do not open the case; there is nothing that needs servicing inside it. Nevertheless, if the case must be opened, you must call for some qualified personnel. The power supply cable must be disconnected before opening the case.
- During the transport of all Swiss Timing equipment delivered with a reusable carry case, the said case should be used at all times. This is imperative to limit the damage, such as shocks or vibration that can be caused to the units during transport.
- The same cases should also be used when returning equipment to Swiss Timing for repair. Swiss Timing reserves the right to refuse all guarantees if this condition is not fulfilled.
- If the installation includes a horn, be sure to maintain a sufficient security distance from the public.

Documentation Updates

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Environment

This symbol indicates that this product should not be disposed with household waste. It has to be returned to a local authorized collection system. By following this procedure you will contribute to the protection of the environment and human health. The recycling of the materials will help to conserve natural resources.

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1 SYSTEM OVERVIEW

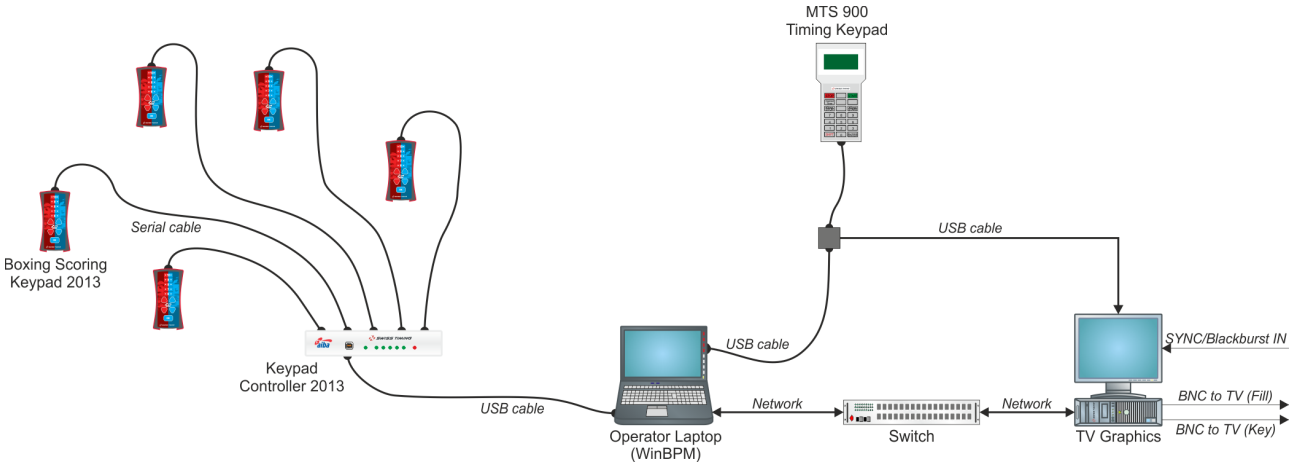


Figure 1 - System overview

1. The network configuration for the Operator Laptop:
    a. IP-Address: 10.1.9.80
    b. Subnetmask: 255.255.224.0

2. The network configuration for TV Graphics machine:
    a. IP-Address: 10.1.9.81
    b. Subnetmask: 255.255.224.0

2 START

1. The TV output of the timing terminal needs to be connected to the backside computer interface (USB port) using the Tuchel 7 cable and the adapter cable Tuchel 7 that are part of the delivery.

2. Driver is already installed → connection should be available right away, displayed as USB Serial Port (COMx)

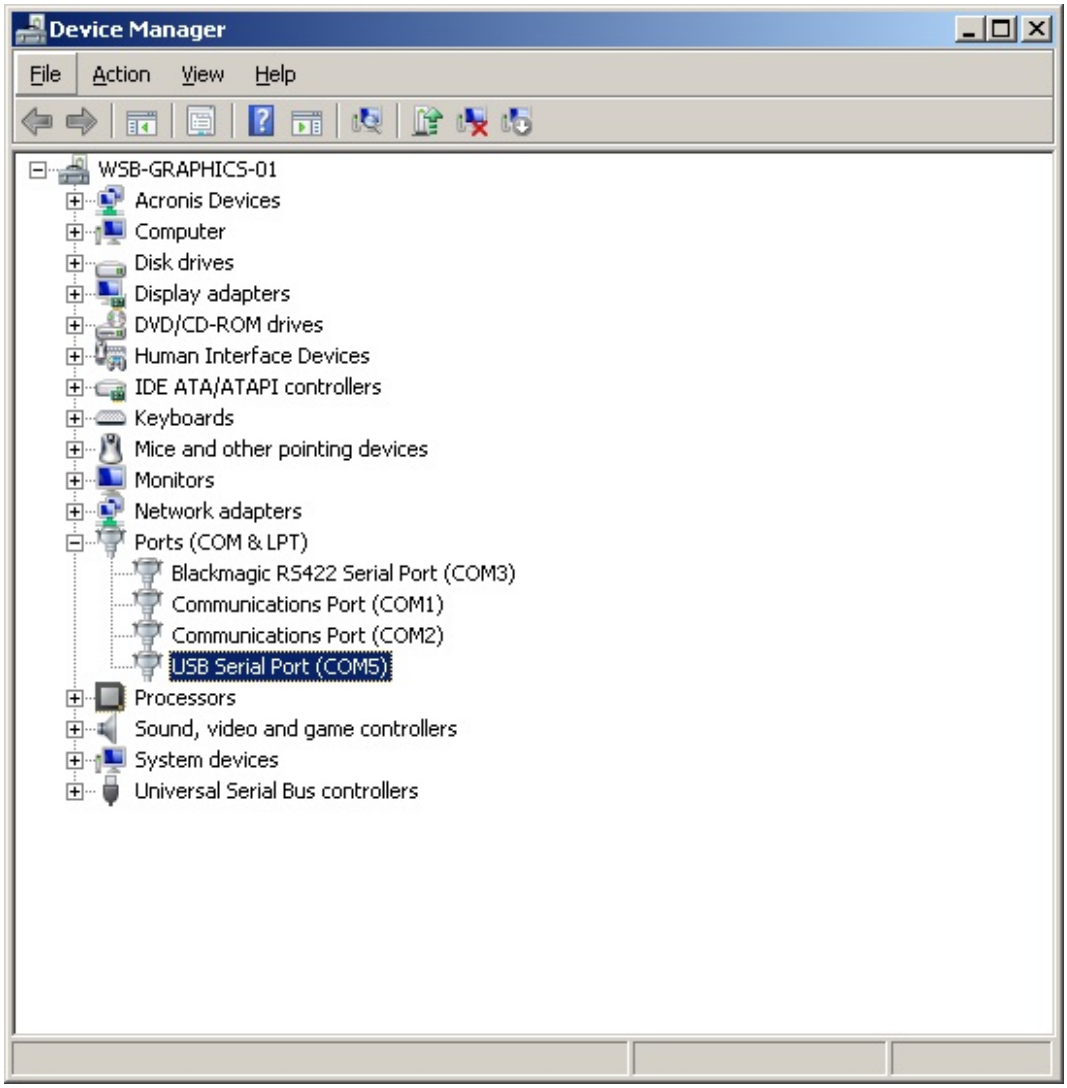


Figure 2 - Device Manager

3. Control Center starts automatically after the PC has booted, or by double clicking the desktop icon).

Figure 3 - Control Center Icon

4. DeckLink is started automatically (in the background).

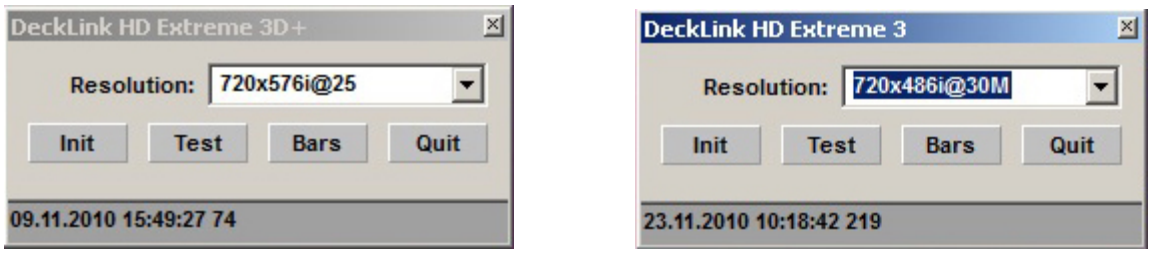


Figure 4 - Dialog window DeckLink (left: PAL, right: NTSC)

- TV Draw serves to create the graphics.
- DeckLink is used as the driver for the graphic card. Make sure not to close the window. For details, please refer to the user manual (pages 11 and 49).

To modify the graphic card settings, proceed as follows:

5. Open Control Panel

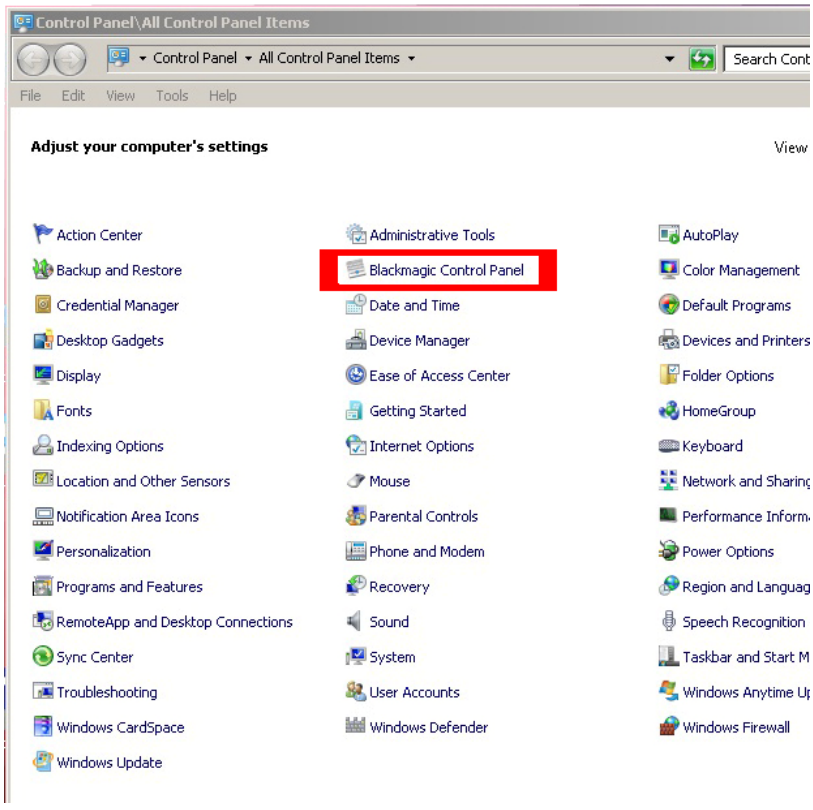


Figure 5 - Dialog window Control Panel

6. Open the special <Blackmagic Control Panel>

7. Select [Set output] the 2nd 'SDI & HDMI & Composite (Y Out)' from <Settings>

8. The reference output timing set in the lower part of the screen.

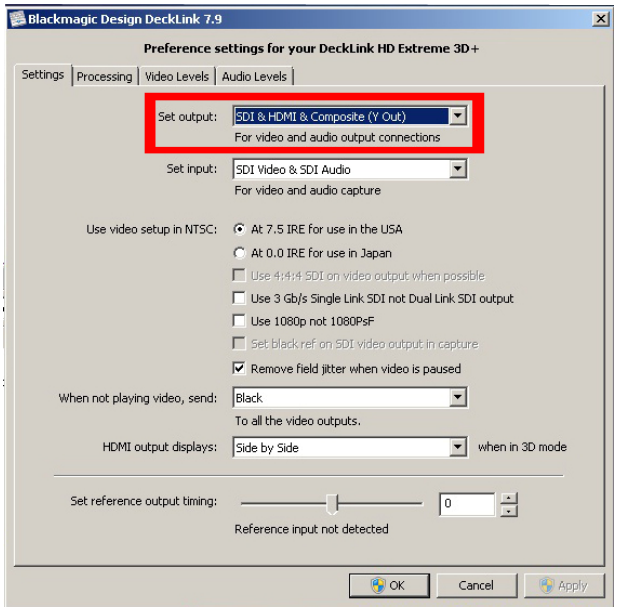

Blackmagic Design DeckLink 7.9
Preference settings for your DeckLink HD Extreme 3D+
Settings
Processing
Video Levels
Audio Levels
Set output:
SDI & HDMI & Composite (Y Out)
For video and audio output connections
Set input:
SDI Video & SDI Audio
For video and audio capture
Use video setup in NTSC:
At 7.5 IRE for use in the USA
At 0.0 IRE for use in Japan
Use 4:4:4 SDI on video output when possible
Use 3 Gb/s Single Link SDI not Dual Link SDI output
Use 1080p not 1080PsF
Set black ref on SDI video output in capture
Remove field jitter when video is paused
When not playing video, send:
Black
To all the video outputs.
HDMI output displays:
Side by Side
when in 3D mode
Set reference output timing:
0
Reference input not detected
OK
Cancel
Apply

Figure 6 - Dialog window Blackmagic Control Panel

2.1 Installing Graphic Updates

1. Visit the website http://www.swisstiming.com/WSB.607.0.html.

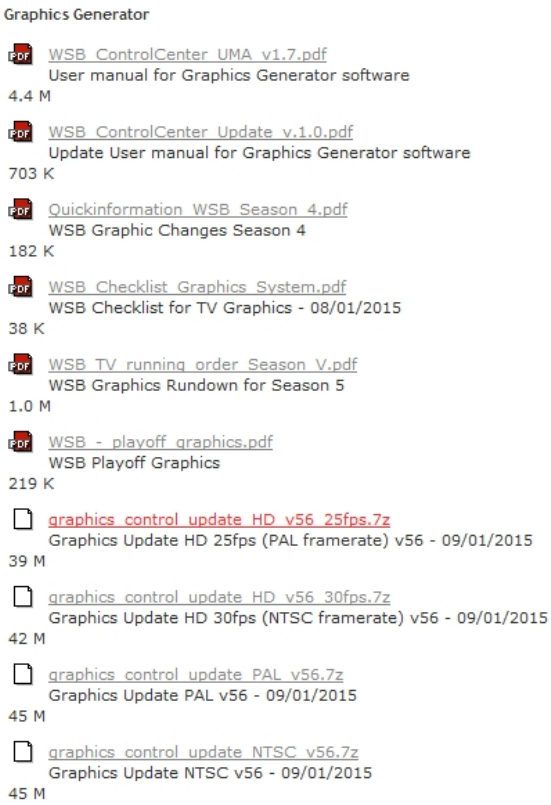


Figure 7 - website downloads

2. In the section [Graphics Generator] you can download all necessary documentations and updates for your graphic system.

   !IMPORTANT Please check the date stamp for new updates.

3. Always check which system update is the correct one for your needs. There are always 4 packages for download. To know which one is the correct one please talk to your broadcaster on site.
   These are the 4 packages:
   a. Graphics in HD SDI with 25fps (PAL frame rate)
   b. Graphics in HD SDI with 30fps (NTSC frame rate)
   c. Graphics in SD SDI PAL
   d. Graphics in SD SDI NTSC

4. After download is finished you can unzip the update file somewhere on the graphics machine, for example on the desktop.

   !IMPORTANT Be sure all necessary programs (Control Center and TVDraw) closed before starting the update.

5. Now go to the unzipped folder and run the [Update_Graphics_vXX.bat] file.

3 OPEN CONTROL CENTER

1. Start Control Center → Window <TV computer connections> is opened automatically

2. Control Center needs to connect to TV Draw → either:
   - Double click on [Disconnected]
   - Click on [Connect] button in the right column

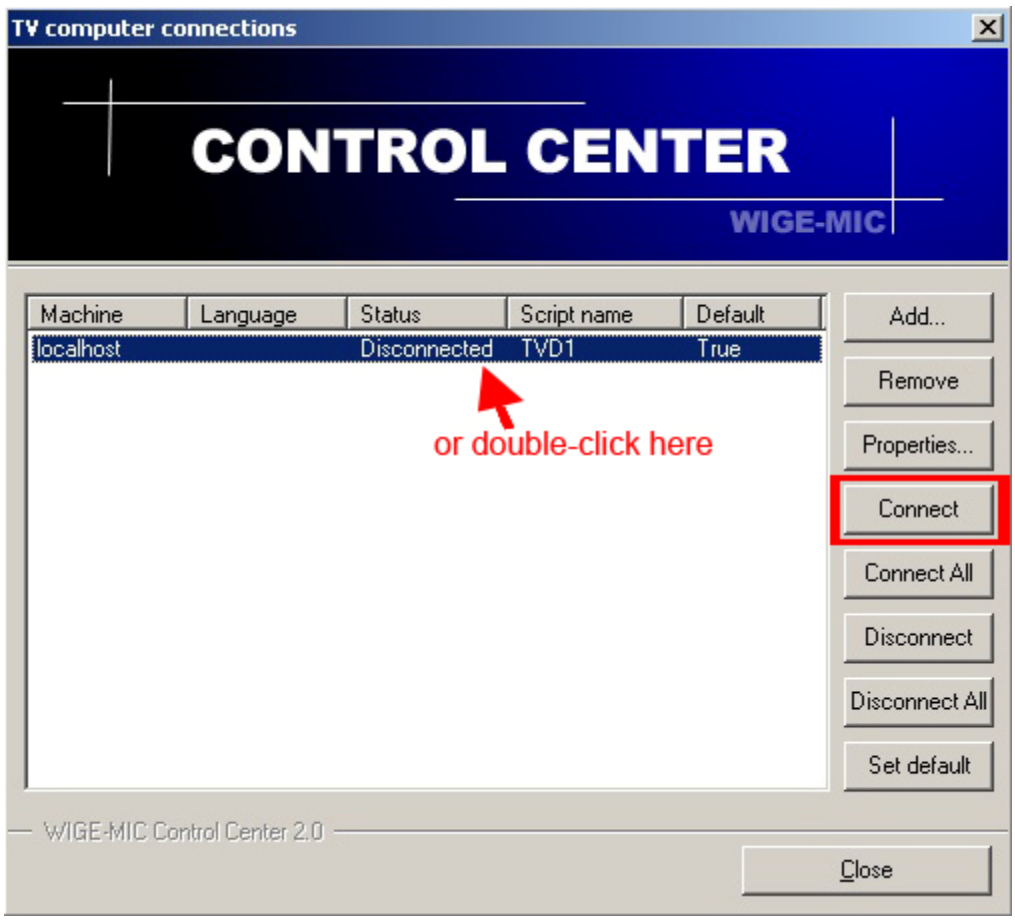


Figure 8 - Dialog window TV computer connections

3. Click on [Close] in order to establish the connection

4. Main window is opened

Note:

If the graphics does not work, check if the connection to the graphics program still works. Select "Connections" > "Universal dialog" from the menu and set the status to 'Connected'.

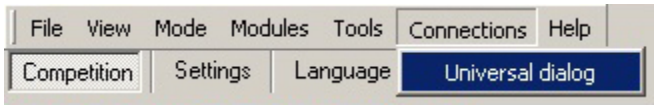


Figure 9 - Re-open die dialog window

4 SETTINGS

4.1 Language DB

1. Click on button [Language DB] in the toolbar to switch the language database.

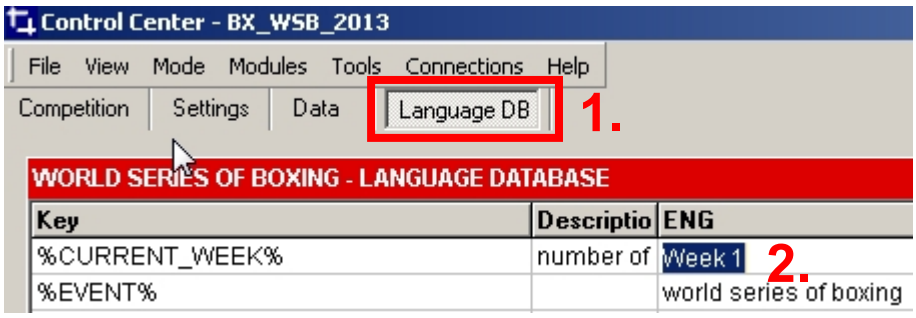


Figure 10 - Switch the Language DB window

2. The Language database is used to set variable parameters that can be included in the graphics output of the competition user interface.

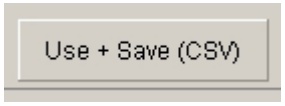


Figure 11 - Save Language DB settings

3. Changing the competition week
   - Enter or correct the current week in field (figure 10 - 2.)
   - Select [Save] to save the entry.

4.2 Control Center Settings

4.2.1 General Settings

For general settings, click on [Settings].

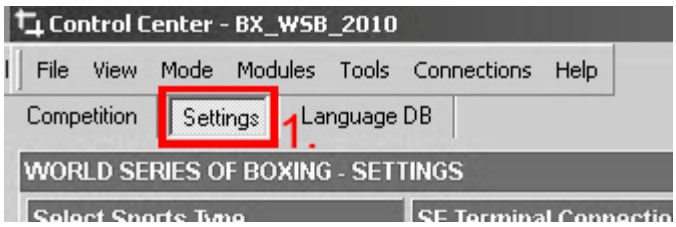

Control Center - BX_WSB_2010
File View Mode Modules Tools Connections Help
Competition Settings Language DB
1.
WORLD SERIES OF BOXING - SETTINGS

Figure 12 - Settings window (Settings button highlighted)

4.2.2 Connection Settings

1. Enter the COM port of the timing terminal connected in the <COM Port Settings> window (always COM5)

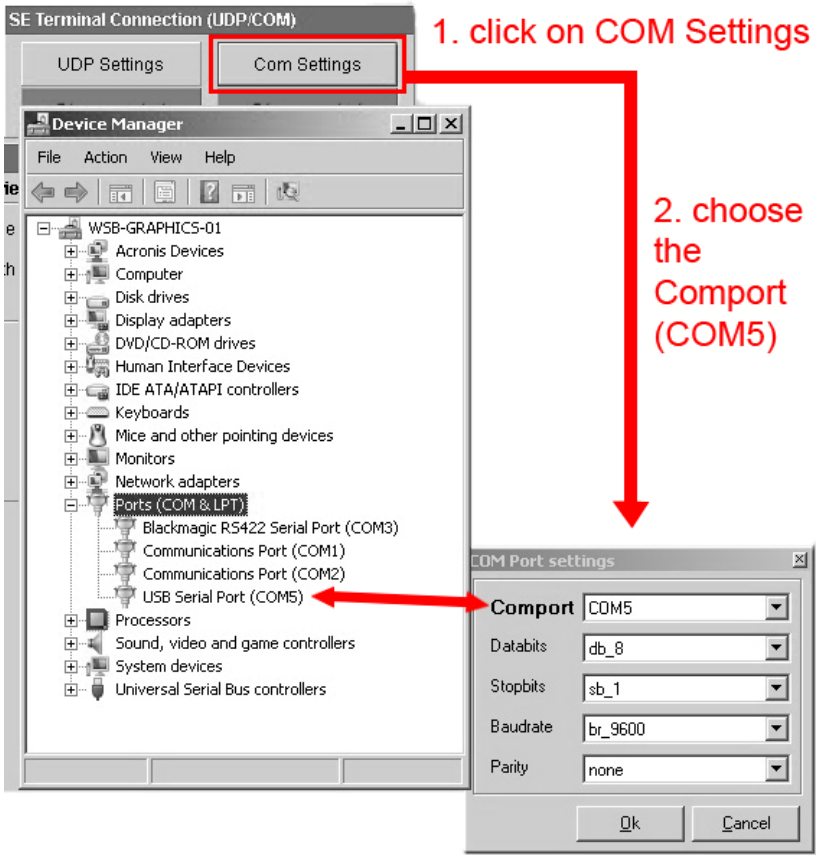


Figure 13 - COM Port settings

2. Compare the settings.

3. Click on button [Disconnected] → switches to 'Connected'.

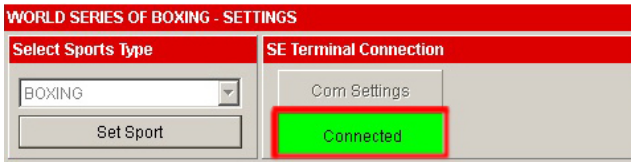


Figure 14 - Connection Button

4. Connection to the Timing Terminal is established.

4.2.3 TV Settings

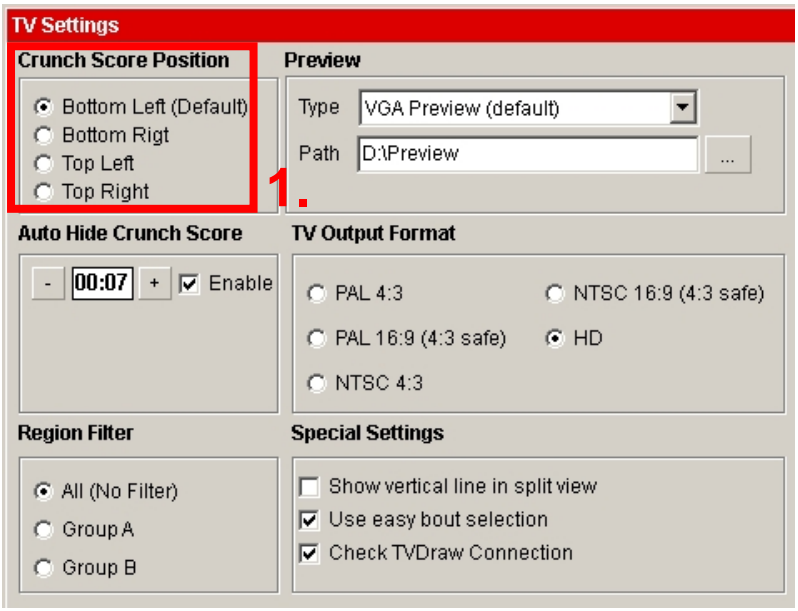


Figure 15 - TV Settings

1. [Crunch Score Position] (1.) defines the position of the graphics

2. In order to enter these settings just once and to permanently keep them when re-opening the Control Center, select “File“ > “Save Project“.

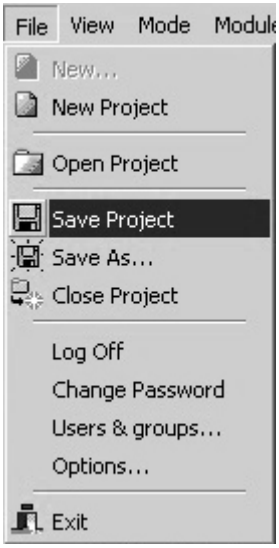


Figure 16 - Save Project

3. Set the [Region] filter as needed.

4.2.4 Change name for Head Coach

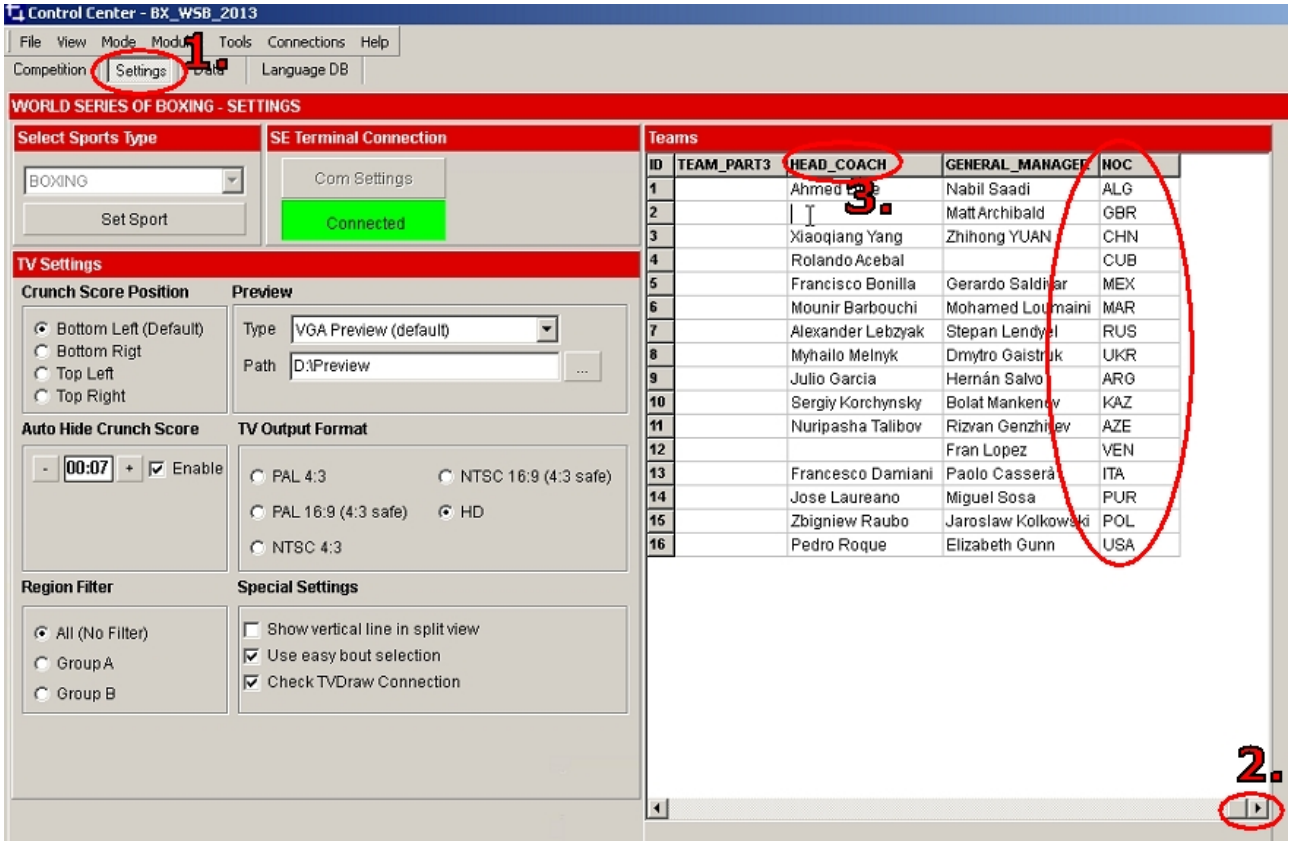


Figure 17 - Head Coach

1. Go [Settings] (1.) and have a look at the table on the right site.
2. With the little arrow (2.) you can move to the column [Head Coach].
3. Now you can edit the head coach name in the specific row for the team.
4. To save the changes, the project needs to be saved, see [Figure 16].

4.3 Load Competition Data

1. Switch the main settings window by clicking on [Competition] in the toolbar.

Figure 18 - Switch the main settings window

2. In order to integrate competition data in the program, select the path by clicking on button […].
   !IMPORTANT In section 8 (Mapping a network drive on the graphics generator) you can read how to install the network drive correctly.

3. Select the event folder.

4. Confirm the selected path with [OK].

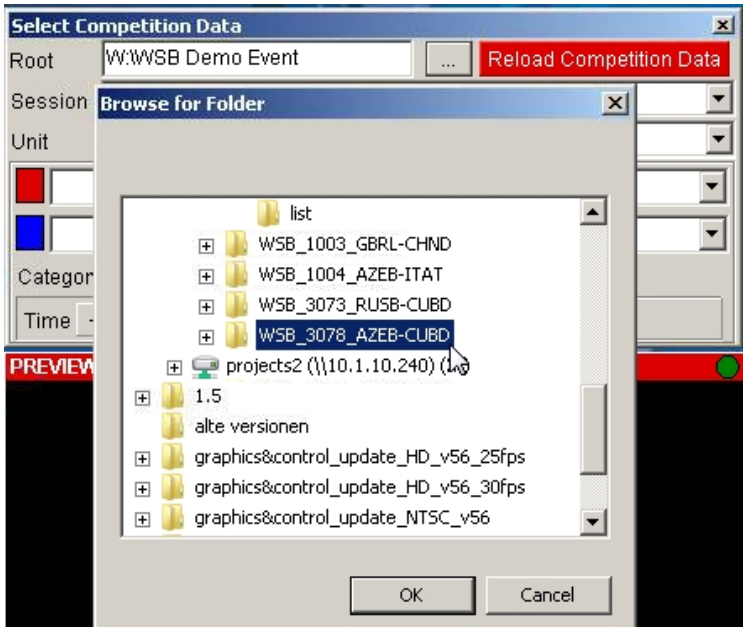


Figure 19 - root to enter the data path

5. Select [Session] to enter the competition date.

Figure 20 - Session selection screen

6. Select [Unit] to set the current bout in a certain weight category of the competition day.

Unit
0001 - Azerbaijan Baku vs. Cuba Domadores (NR: 010001 -52 kg)
AZE
CUB
Category
0001 - Azerbaijan Baku vs. Cuba Domadores (NR: 010001 -52 kg)
0002 - Azerbaijan Baku vs. Cuba Domadores (NR: 010002 -60 kg)
0003 - Azerbaijan Baku vs. Cuba Domadores (NR: 010003 -69 kg)
0004 - Azerbaijan Baku vs. Cuba Domadores (NR: 010004 -81 kg)
0005 - Azerbaijan Baku vs. Cuba Domadores (NR: 010005 91+ kg)
0006 - Azerbaijan Baku vs. Cuba Domadores (NR: 0006 -69 kg)

Figure 21 - Unit selection screen

7. Select [Load Fight] to load the fight.

8. Select [Reload Competition Data] to reload all competition data if data are wrong or missing. Never change this folder.

5 OPERATION

5.1 The Competition Screen

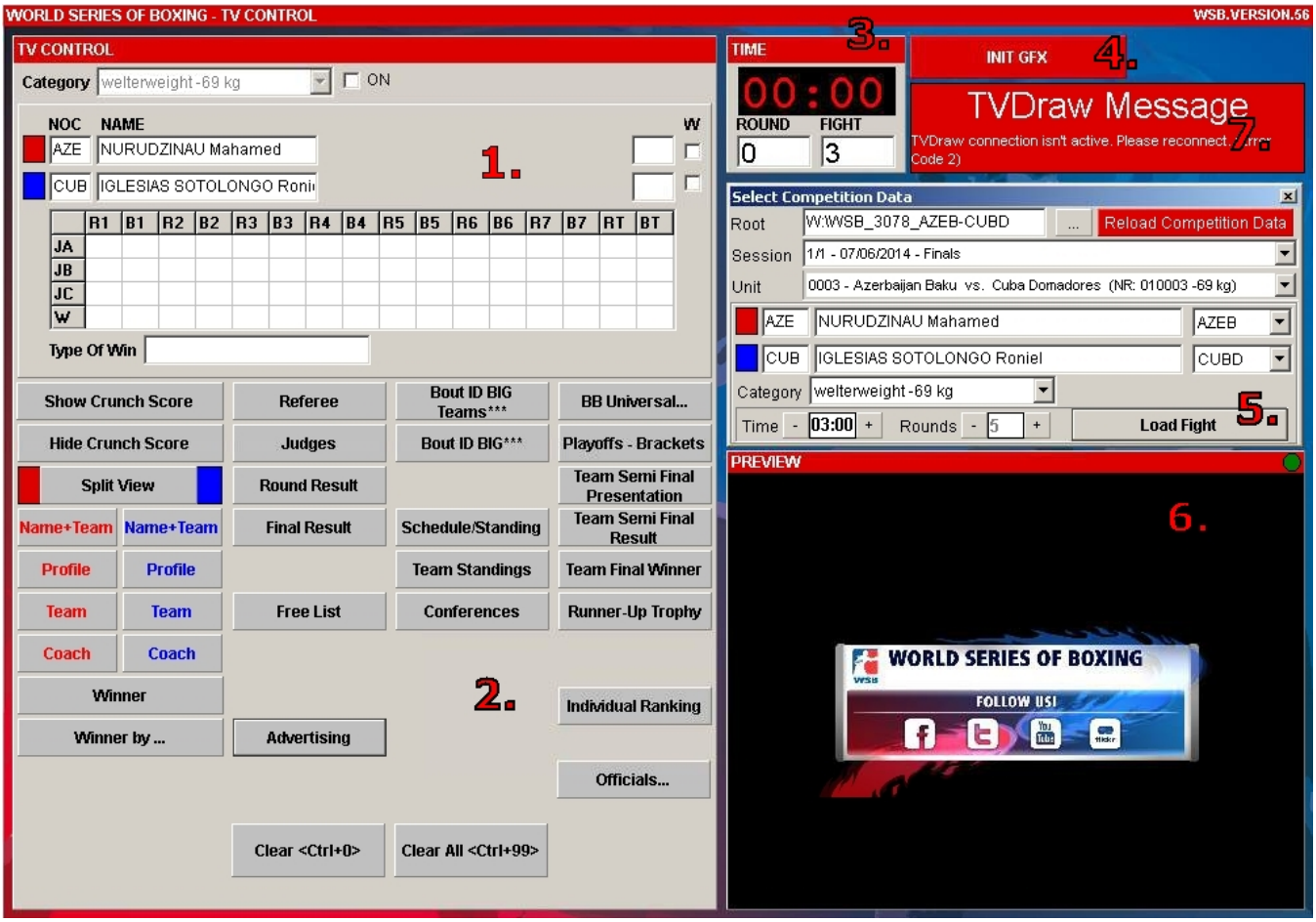


Figure 22 - The Competition Screen

1. This part of the user interface indicates the pair incl. names, nation and score in the individual rounds. Below this information, you will find the Judges scores of each individual round and each athlete. [Typ of Win] indicates the winning type.

2. This part of the screen is used to select the graphics that are available for the presentation on TV. The individual graphics are described in section 6.

3. Part 3 indicates the timing signal received from the timing terminal. In addition, it indicates current round and bout.

4. Part 4 is the button to initialize the system. Select this button in order to pre-load all graphics. **IMPORTANT!** Once the graphics have been loaded, you do not need to select this button again, except if the Control Center or TV Draw were closed.

5. Window 5 has been explained in section 4.3. This window is used to set the data files of the scoring laptop and to select Session and Unit of the bout.

6. Indicates the preview screen. It is used to display all graphics prior to the insert. It serves to review the graphics specified in section 6. However, this window only provides a still picture, i.e. the running time is not indicated.

7. tvDraw message box displays details and bug messages.

Text	Cause	Comment
Init GFX!	User has not done the initialization	push “Init GFX” button

6 OVERVIEW ON THE GRAPHICS

Use button “Show Crunch Score“ to insert the crunch score. You can delete it using button “Hide Crunch Score”.

Depending on the camera settings, use a right mouse click to switch the athletes’ positions in the graphics [Split View (invert)]. In addition, it is possible to indicate a line to separate the athletes. Select Option [Show vertical line in split view] and set [Special Settings] to ’on’. This dialog can be opened using the [Settings] button from the toolbar (see section 4.2.1).

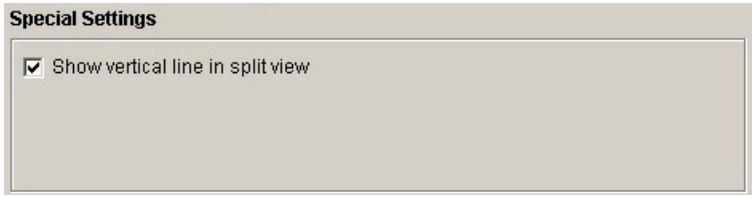


Figure 23 - Split View without separating line

You can change the team logos by clicking on the arrows on the left part below the unit line (2.)

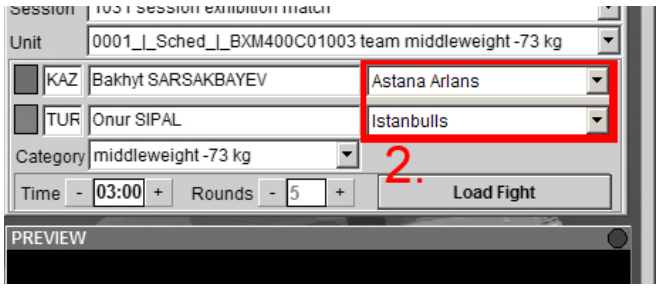


Figure 24 - Team logo assignment

If data are available, click on [Name] to produce the selected TV graphics including athletes / team name (red: home team/athlete, blue: guest team/athlete).

Name | Name

Figure 25 - Graphics Coach

Name+Team | Name+Team

Figure 26 - Graphics Name and Team

Winner

Figure 27 - Graphics Winner

Winner by ...

Figure 28 - Graphics Winner by

Team | Team

Figure 29 - Graphics Team

Referee

Judges

Judges Result

Figure 30 - Graphics Referee, Judges and Judges Result

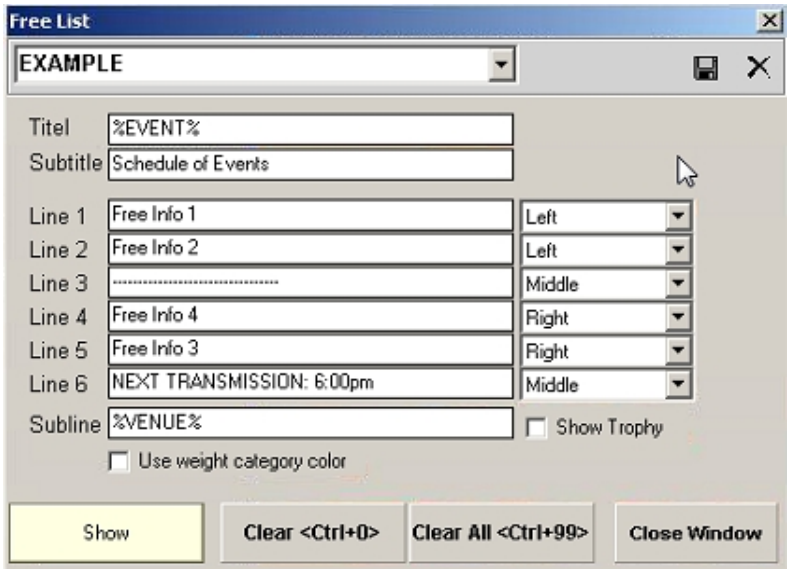
Bout ID BIG Teams***

Bout ID BIG***

Figure 31 - Bout ID Team and Bout ID

Free List

Figure 32 - Free List



You can write everything in every lines in the “Free List” window. You can even show the trophy in the free list if necessary.

Advertising

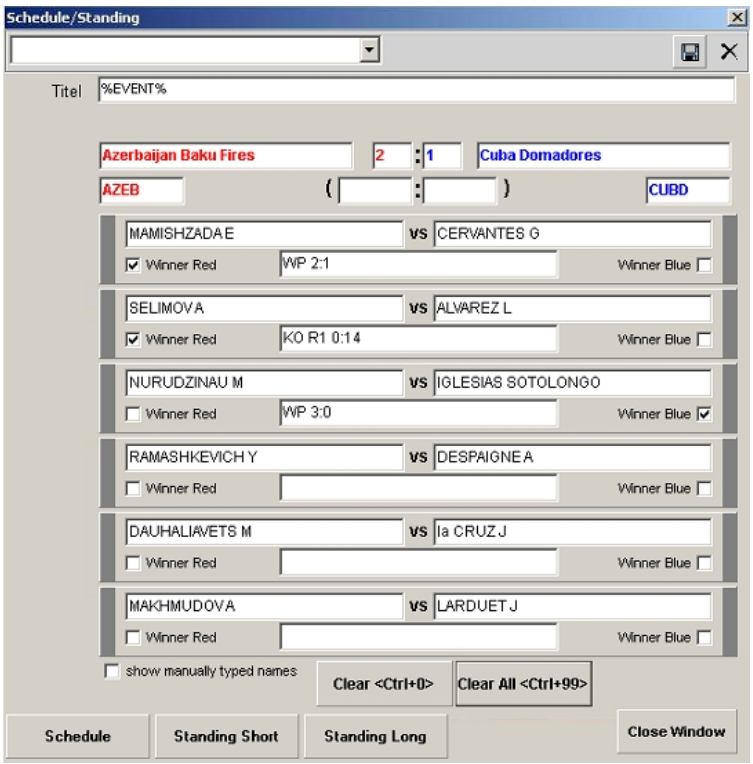
Figure 33 - Advertising

WORLD SERIES OF BOXING
WELTERWEIGHT -69 KG - RESULT AFTER ROUND 1
NURUDZINAU MAHAMED
IGLESIAS SOTOLONGO RONIEL
JUDGE A 9:10 9:10
JUDGE B 9:10 9:10
JUDGE C 8:10 8:10
OLYMPIC SPORTS CENTER 'SERHEDCHI' BAKU

Round Result

Figure 34 - Bout Graphics

A new window is opened displaying general competition information as well as individual bout details that also include results and winner, if the bout is already finished. You can change the names manually, but you have to check the field “show manually typed names” to see the changes in the graphic.



Schedule/Standing

Figure 35 - Dialogue to control graphics display of Schedule/Standing

WORLD SERIES OF BOXING
SCHEDULE
MAMISHZADA E vs CERVANTES G
SELIMOV A vs ALVAREZ L
NURUDZINAU M vs IGLESIAS SOTOLONGO
RAMASHKEVICH Y vs DESPAIGNE A
DAUHALIAVETS M vs LA CRUZ J
MAKHMUDOV A vs LARDUET J

Schedule

Figure 36 - Graphics Schedule

Standing Short

Standing Long

Figure 37 - Graphics Standing short and Graphics Standing long

WORLD SERIES OF BOXING
RANKING
GROUP B
5 USA KNOCKOUTS 3 1 2 170
6 CACIQUES VENEZUELA 4 1 3 140
7 PUERTO RICO HURRICANES 4 1 3 110
8 ITALIA THUNDER BOXING TEAM 5 1 4 55

Team Standings

Conferences

Figure 38 - Graphic Team Standings and Conferences button

Figure 39 - Graphic Profile

By clicking on button [BB Universal…], it is possible to display lower third graphics with the possibility to create and save as many persons as needed.

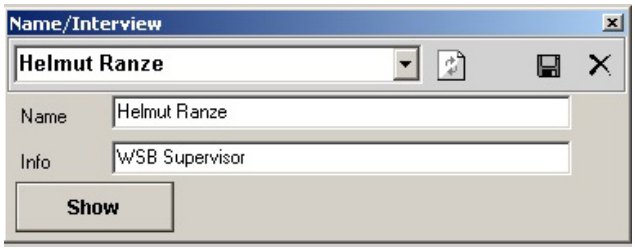


Figure 40 - Dialogue to display person's name and function

Button [Officials…] serves to double check the Officials, as their information is included in the cp file. It is possible to display individual Officials by clicking on [Show Current].

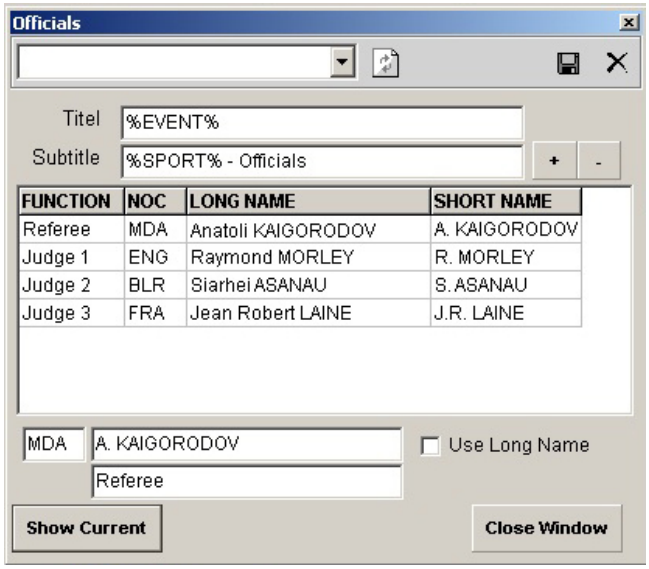


Figure 41 - Dialogue on displaying Officials graphics

Click on the [Clear <Ctrl+0>] button. Alternatively, select [Crtl + 0] to delete the preview (last graphics created). Click on [Clear all <Ctrl+99>] button. Alternatively, select [Crtl + 99] to delete all graphics available in the preview.

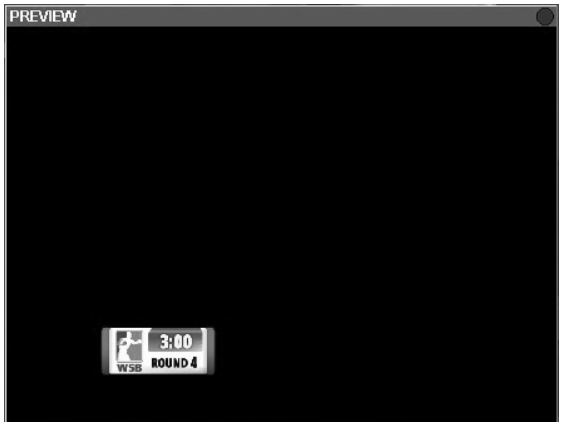
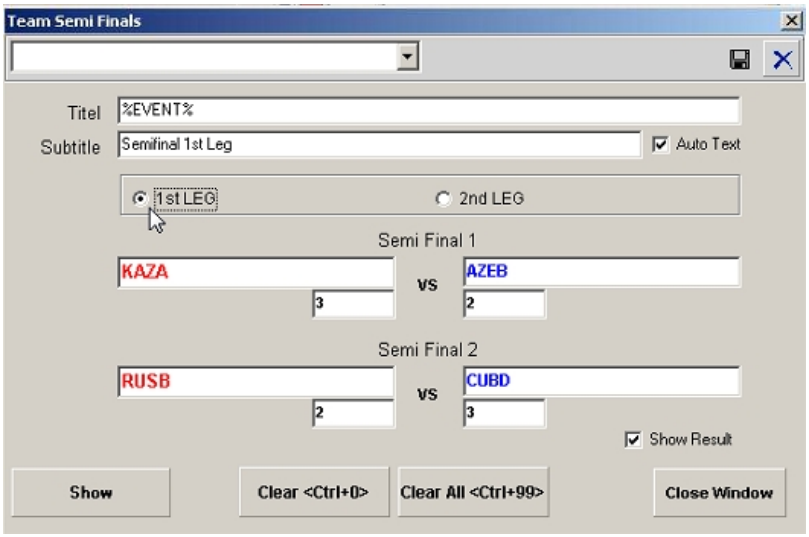


Figure 42 - Delete graphics

7 PLAYOFF GRAPHICS

Team Semi Final Presentation

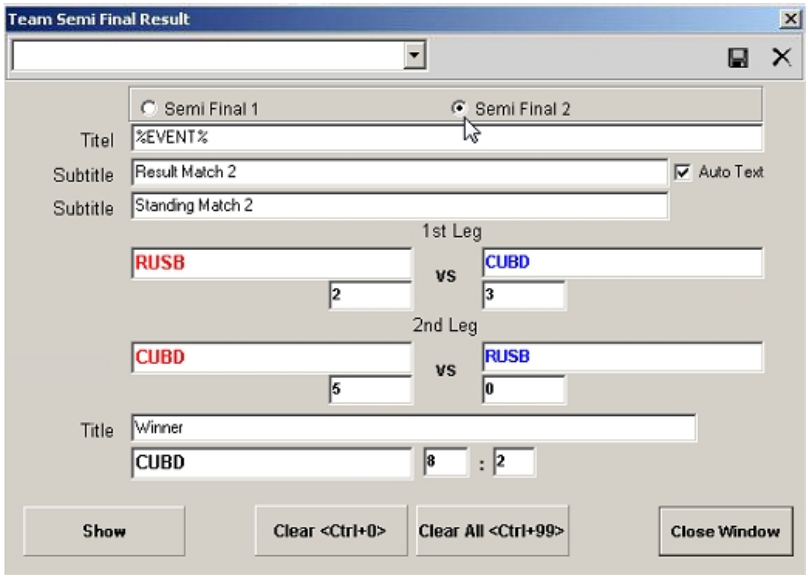
Figure 43 - Team Semi Final Presentation



Choose between graphic for [1st leg] or [2nd leg] and then press the button [Show] to see the graphic.

Team Semi Final Result

Figure 44 - Team Semi Final Result



Before you show the graphic, you need to select your semi final match by using the comboboxes.

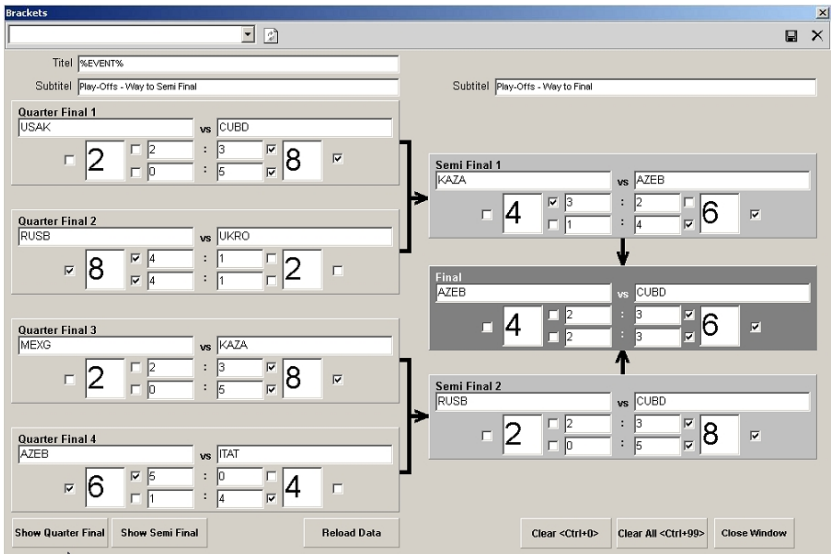


Figure 45 - Brackets

You can show the brackets for the way to semi final [Show Quarter final] or the way to final [Show Semi Final]. Teams, Scores and Winner mark will be filled in automatically but it is possible to do it also manually if necessary.

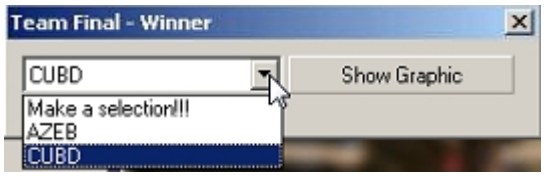


Figure 46 - Team Winner and Runner-Up

The team for the graphic will be selected automatically, but if necessary you can change manually by using the checkbox.

8 SAVING USER DATA IN DIALOGUES

To save entered data, name your settings in the white field on the top of the window. Then select the [Save] button to save the entries.

You can reload the content by clicking on the arrow button next to the white field. Select the title with the saved contents.

Select the [Delete] button on the right part of the screen to delete title and contents.

Figure 47 - Saving User Data

9 MAPPING A NETWORK DRIVE ON THE GRAPHICS GENERATOR

1. Open Windows Explorer by double clicking on the Computer icon on the desktop.

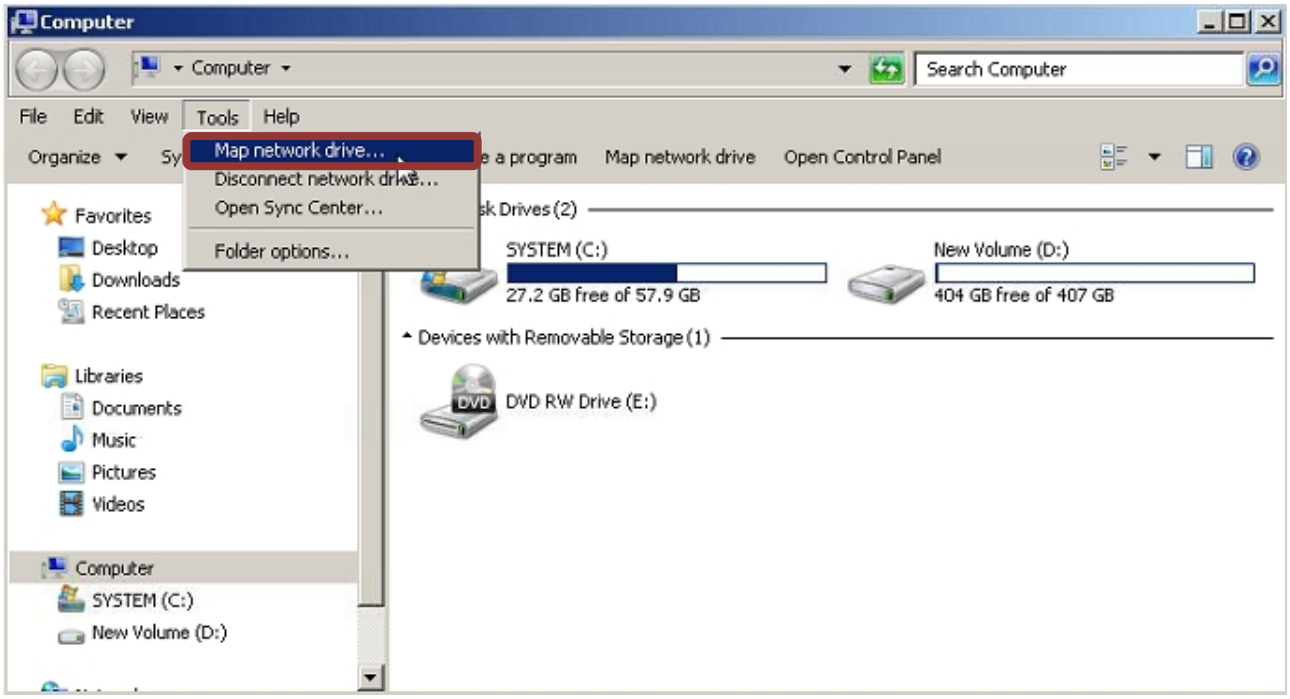


Figure 48 - Mapping a network drive path

2. Select the “Tools” menu and select “Map Network Drive…” option as shown above.

3. In the ‘Map Network Drive’ dialog, select drive letter ‘W’ from the dropdown list next to drive, enter the folder and activate the checkbox ‘Reconnect at Logon’ as shown below followed by [Finish].

   !IMPORTANT Use the the folder like you see in [Figure 49] "\\10.1.9.80\projects". The folder "projects" must be shared on the Scoring Notebook.

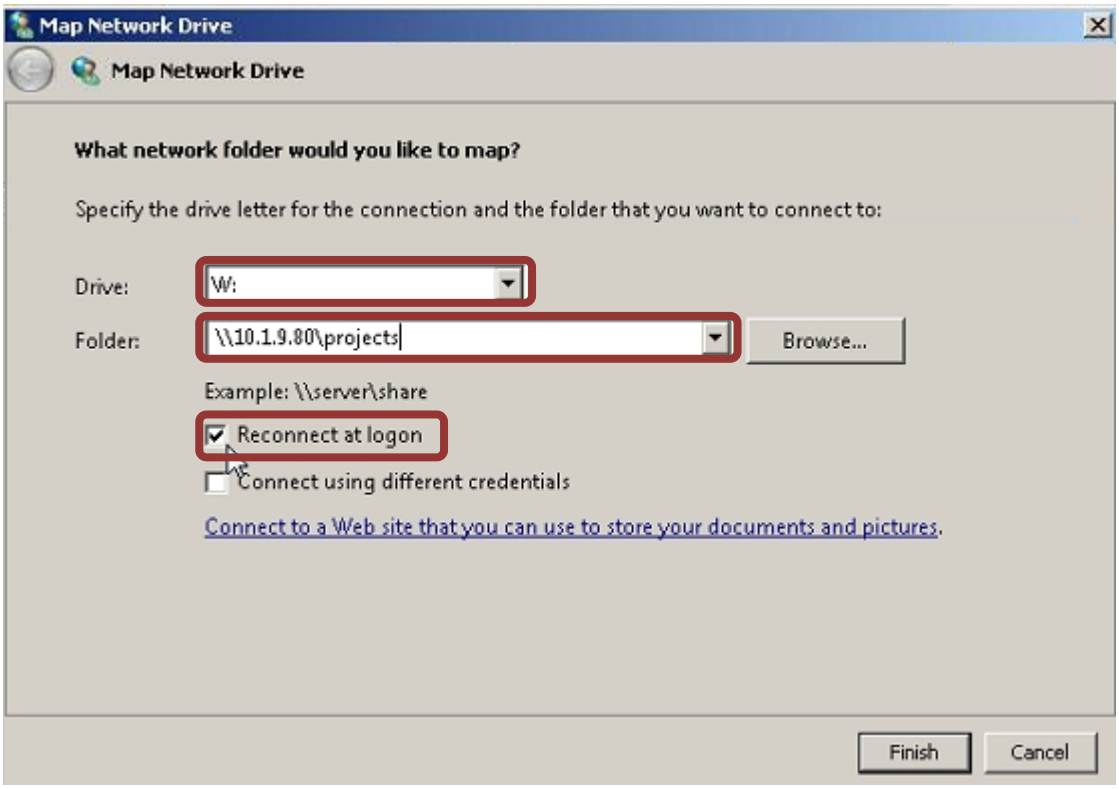

Map Network Drive
Map Network Drive
What network folder would you like to map?
Specify the drive letter for the connection and the folder that you want to connect to:
Drive:
W:
Folder:
\\10.1.9.80\projects
Browse...
Example: \\server\share
Reconnect at logon
Connect using different credentials
Connect to a Web site that you can use to store your documents and pictures.
Finish
Cancel

Figure 49 - Mapping network drive window

4. The network drive is now mapped and is visible in the Windows Explorer:

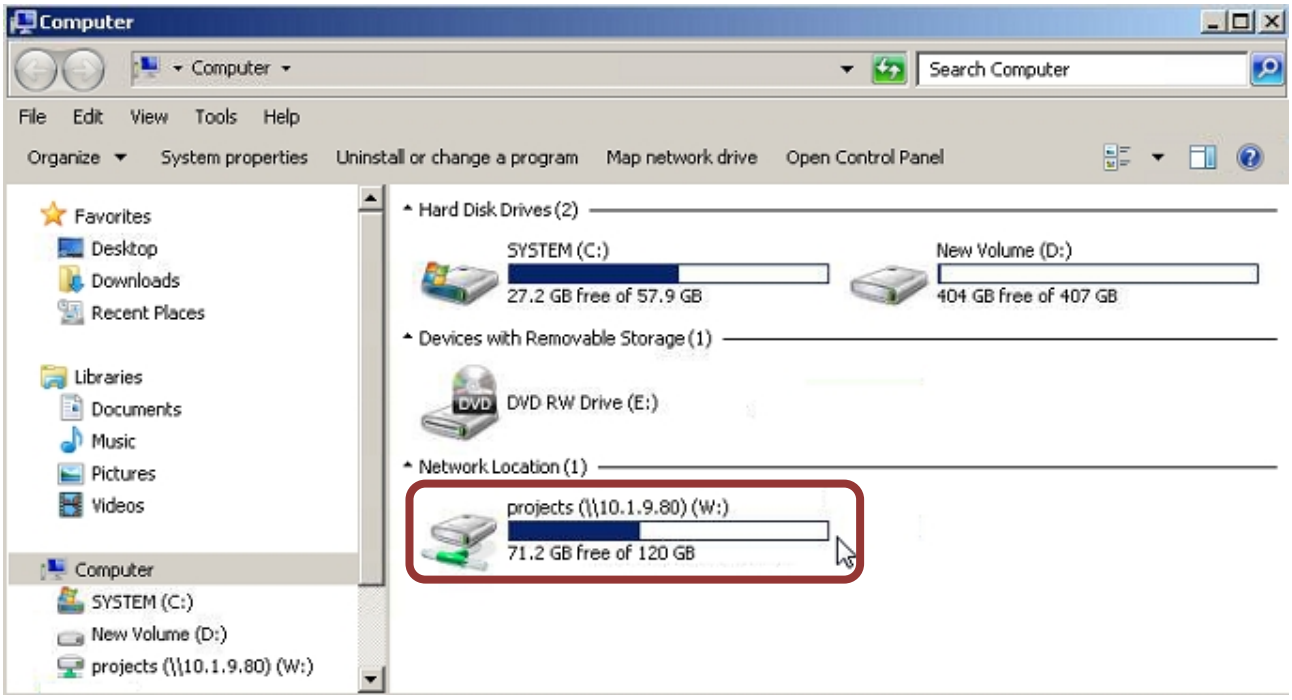


Figure 50 - Mapped network drive

10 APPENDIX

10.1 Abbreviations

Abbreviations	
USB	Universal Serial Bus
COM	Serial Interface
TV	Television
SDI	Serial Digital Interface
HDMI	High Definition Multimedia Interface
CP file	Exchange file between scoring laptop and graphic generator
Preview	Preview picture of the last graphics displayed

Syntax for buttons, labels, menu items etc. in the applications	
Keys, Buttons and labels	[key], [OK], [Result]
Menu items	"Menu1" > "Menu2" > …
Tabs	<Tab name>
Switches ("switch" box)	‘Active’
Program and error messages	"Connection succeeded"
Files	test.bmp
Folder structure	Folder1 / Folder2 / …

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10.3 Version history

Version	Date	Modifications since last version
1.0	15/11/10	Initial version
1.1	03/12/10	Added section 6: Overview on the graphics
1.2	06/12/10	Added section 6: Mapping a network drive on the Graphics Generator
1.3	16/12/10	Added new buttons and screenshots Added section 6: Saving User Data in Dialogs Moved section 6 to 7
1.4	14/02/11	Team Standings: manual edit data by user
1.5	08/03/11	Language DB: additional variable for current week
1.6	06/04/11	Added graphics for semi-final
1.8	18/02/15	Updated Screenshots and text Added playoff graphics Added system update informations Added Head coach change

NOTES

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